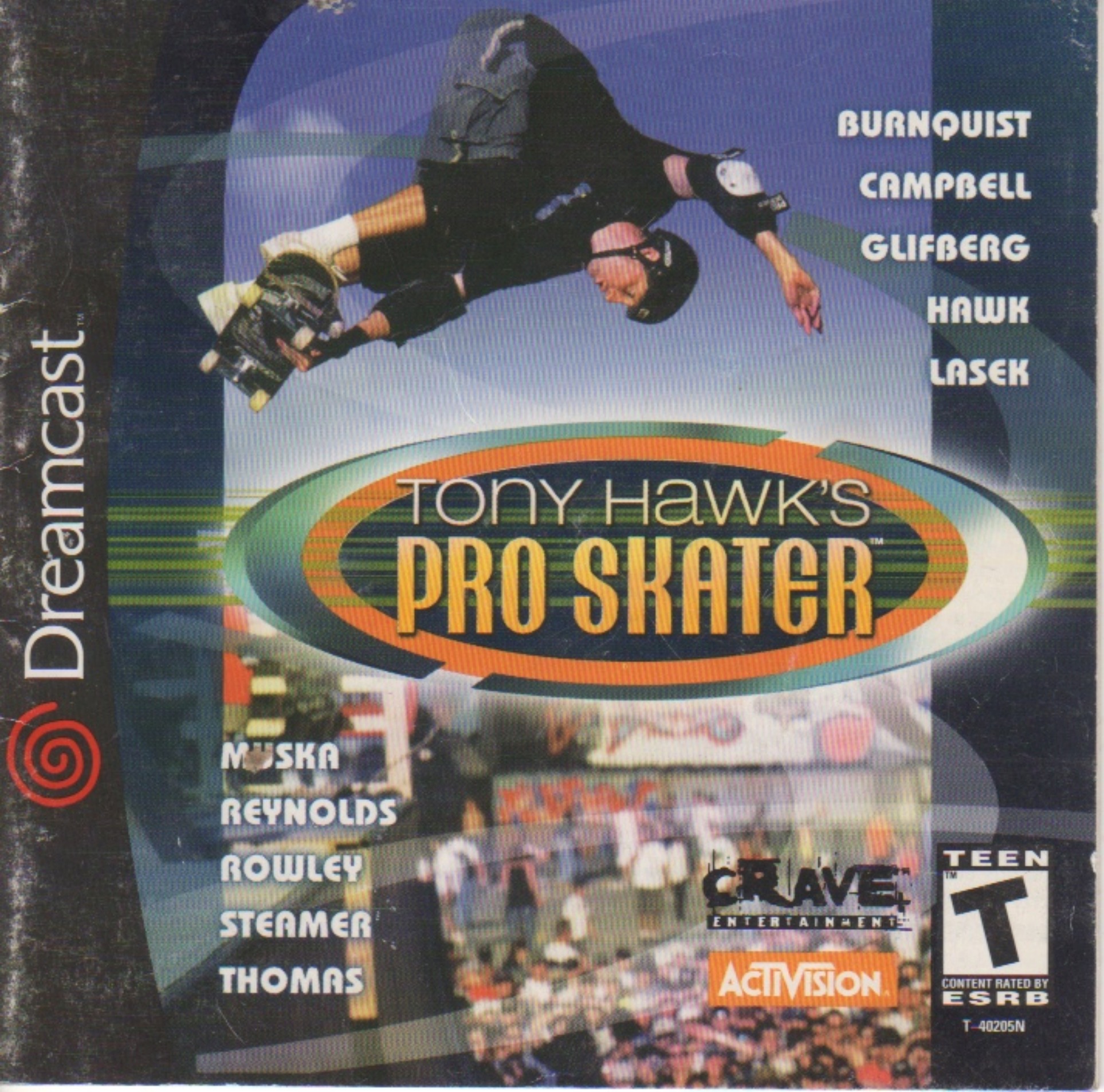
Dreamcast
BURNQUIST
CAMPBELL
GLIFBERG
HAWK
LASEK
TONY HAWK'S
PRO SKATER
MUSKA
REYNOLDS
ROWLEY
STEAMER
THOMAS
CRAVE ENTERTAINMENT
ACTIVISION
TEEN
CONTENT RATED BY ESRB
T-40205N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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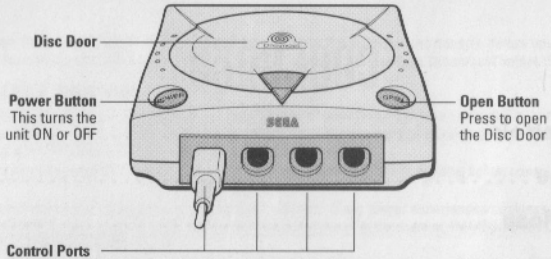


Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A, Control Port B, Control Port C, and Control Port D.** Use each port to connect controllers for players 1 to 4 respectively.
NOTE: **Control Port** can also be referred to as **Port.**

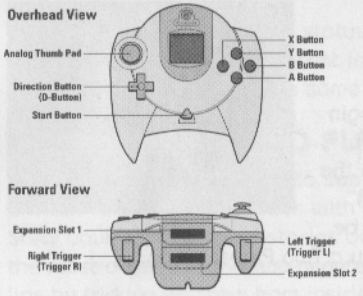
- Set up your Sega Dreamcast game console according to the instruction manual.
- Be sure the power is off before inserting or removing a GD-ROM.
- Insert the Tony Hawk's Pro Skater™ disc and close the disc cover.
- Insert game controller(s) and VMU and turn on the Sega Dreamcast game console.
- Follow the on-screen instructions to start a game.

GAME CONTROLS

The default controller configuration is shown here. All references to button selection in this manual refer to the default controller configuration. Tony Hawk's Pro Skater supports the Jump Pack.

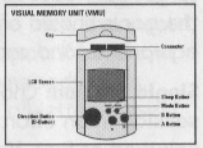
GAME RESET

To abort a game in progress, press the **Start** button to pause the game. Choose **End Run** and then choose **Quit**. You will be given the option to save. Choose **Yes** if you wish to save your progress or **No** if you do not. You will then be returned to the Main menu screen.



Analog Thumb Pad	Turn While In Air
Direction Button Up	Lean Forward / Exit Pool
Direction Button Left	Move Left / Balance (while grinding)
Direction Button Down	Brake / Lean Back
Direction Button Right	Move Right / Balance (while grinding)
Start Button	Start / Pause Screen
X Button	Flip Trick
Y Button	Grind Slide
B Button	Grab Trick
A Button	Jump / Ollie
Expansion Slot 1	VMU (optional). A VMU is required to save your game progress.
Expansion Slot 2	Jump Pack (optional). The controller will vibrate when your skater falls or performs a grind.
Right Trigger	Turn Right 180° While In Air
Left Trigger	Turn Left180° While In Air

To select menu options, use the directional button up/down to navigate through the menu options, highlight the desired option, and press the "A" button to accept. Screens without menus will list button to press at the bottom of the screen. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen. When using any controller, never touch the Analog Thumb Pad or Triggers L/R while turning Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in a malfunction. Always use expansion Slot 2 when using the Jump Pack with the Sega Dreamcast Controller. If the Jump Pack is inserted in Slot 1, it will not connect properly with the controller and may fall out or operate incorrectly during gameplay. While saving a VMU/VM Specific Game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller or other peripheral equipment.



MAIN MENU

Choose from the following options to begin playing **Tony Hawk's Pro Skater**. Using up/down on the directional buttons, choose the type of game you want to play. Press "A" to start that game. Two controllers must be plugged into the Sega Dreamcast to play a Two Player game.

ONE-PLAYER GAMES

Career Mode: As a pro skater you've got to hit the local spots and try to get your best sessions on videotape. Collect videotapes by attaining the goals shown on the loading screen. These tapes will unlock levels, equipment, and competition invites as the game progresses.

Single Session: Choose a single level and skate an all out two-minute session in an effort to set new high scores. Only one level will be unlocked at first. You need to unlock the rest of the levels in Career mode.

Free Skate: No time limits, no high scores, no cops, no pressure. Choose a single level and skate as long as you like. Work the obstacles over and over again until your tricks are tight. Only one level will be unlocked at first. You need to unlock the rest of the levels in Career mode.

In order to save a new game, be sure to have one block of free space available on your VMU, since the game will not allow you to overwrite an

existing career. To check the status of your VMU and/or delete existing games, use the Sega Dreamcast internal VMU Manager. Continue Career will allow you to update the same block.

TWO-PLAYER GAMES

Graffiti: A split screen race to see who can hit more tricks in the environment. "Tag" obstacles with your color by tricking off of them. Steal your opponent's obstacles back with a bigger trick. Whoever tags the most objects in the two-minute session, wins. Tag pipe and pool lips by tricking on them from inside the ramp or pool.

Trick Attack: It's a two-minute free-for-all to see who can skate the best line and rack up the most points. Try introducing your opponent's face to the concrete by running into them.

HORSE: It's a one-on-one best trick contest. Bust a single trick, then watch as your opponent tries to beat your score at the same spot. If he or she matches your score, play passes back and forth until somebody bails. Whoever slams gets a letter—first player branded with all letters, loses!

OPTIONS

Choose this to go to the Options menu.

VIEW VIDEOS

Select this option to load a previously saved replay from a VMU or to view the videos that you've unlocked in the game. From this menu you can also see the game and music credits.

OPTIONS MENU

PLAYER 1/PLAYER 2 CONTROLS

Use the left/right/up/down directional buttons to customize the controller setup.

Sound Levels

Sound FX Volume: Use the left/right directional buttons to adjust the sound effects volume.

Music Level: Use the left/right directional buttons to adjust the music volume.

Trick Tips: Select **On** to view helpful pop-up hints during gameplay. Select **Off** to disable these hints.

Score Display: Select **On** to view trick names and scores as you pull them. Select **Off** to turn them off.

Load Career: You must have a VMU loaded to open previously saved Careers.

Load High Scores: You must have a VMU loaded to open previously saved High Scores and Options preferences.

THE SKATERS

Tony Hawk

The father of two and husband of one, Tony Hawk is arguably the single most influential skateboarder of all time. Born and raised in the hazy daze of Southern California, Tony has forgotten more tricks than most people learn in a lifetime. His contributions to the sport are endless—most recently, unearthing skateboarding's holy grail by becoming the only person to successfully land a 900°.

Ollie	/ / /
Speed	/ / / / / / /
Air	/ / / / / / /
Balance	/ / / /
Age	31
Born	USA
Hometown	Carlsbad
Years Pro	16
Stance	Goofy
Height	6'2

Bob Burnquist

Brazilian-born Bob Burnquist snuck onto the scene six years ago (winning the first pro contest he entered) and has been puzzling onlookers ever since. His unique style and switch-stance tendencies make Bob one of the most exciting and original skaters to come down the pike in decades.

Ollie	/ / / /
Speed	/ / / / / /
Air	/ / / / / /
Balance	/ / / /
Age	22
Born	Brazil
Hometown	Encinitas
Years Pro	7
Stance	Regular
Height	5'11

Kareem Campbell

Kareem Campbell was born in New York City and grew up in Los Angeles—breaking down any East vs. West barriers that his predecessors may have set up for him. His dual coast citizenship has led Kareem to develop a smooth metropolitan style based on the mastery of "real" street settings.

Ollie	/ / / / / / /
Speed	/ / / /
Air	/ / / /
Balance	/ / / / / /
Age	25
Born	USA
Hometown	Los Angeles
Years Pro	6
Stance	Regular
Height	6'0

Rune Glifberg

Originally from Copenhagen, Denmark, Rune Glifberg now hails from Huntington Beach, California. He's skilled on all terrain, comfortably dominating wherever he chooses to ride. But, while it's not uncommon to see him sessioning a backyard pool or cruising the streets, his true talent shines in the wide-open, trick-to-trick arena of vertical skateboarding.

Ollie	/ / / /
Speed	/ / / / / / /
Air	/ / / / / / /
Balance	/ / /
Age	25
Born	Denmark
Hometown	Costa Mesa
Years Pro	7
Stance	Regular
Height	5'11

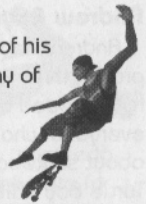
Bucky Lasek

Weaned on the characteristically rough structures of the East Coast scene—skills hardened and honed to perfection in Baltimore, Maryland—Bucky Lasek is easily half a step ahead of skateboarding's norm. Recently, he relocated all his power, originality, and style to Carlsbad, California to show the entire world where he's from and where he's at.

Ollie	/ / / / /
Speed	/ / / / / / /
Air	/ / / / / /
Balance	/ / /
Age	26
Born	USA
Hometown	Carlsbad
Years Pro	9
Stance	Regular
Height	5'11

Chad Muska

From the boulevards of his native Las Vegas, to any of his adopted urban havens, Chad Muska is at home. This self-styled professional has taken his brand of street level promotions and skate-and-relate creativity to another level, delivering tons of it to Everytown U.S.A. Muska expresses an for the sport of skateboarding that is only equaled by his on-board skills.



Ollie	/ / / / / /
Speed	/ / / /
Air	/ / / /
Balance	/ / / / / / /
Age	22
Born	USA
Hometown	Los Angeles
Years Pro	5
Stance	Regular
Height	5'10

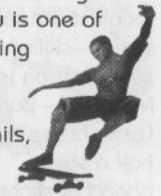
Andrew Reynolds

Andrew Reynolds has only been pro for three years, but that's all he's needed to turn the heads of everyone who even remotely cares about skateboarding. Turtle Boy hails from Huntington Beach, California where he holds superhero status for his willingness to toss himself off and over gigantic gaps, big sets of stairs, and airplane hangars. Wheeeee!

Ollie	/ / / / / /
Speed	/ / / / /
Air	/ / /
Balance	/ / / / / / /
Age	20
Born	USA
Hometown	Huntington Beach
Years Pro	3
Stance	Regular
Height	6'2

Geoff Rowley

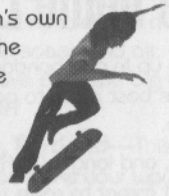
A precision-engineered English import, Geoff Rowley is one of those smooth-operating skateboarders from England who runs exclusively on handrails, huge staircases, and vegetables. Geoff made his way over to Huntington Beach, California a few years ago, and the young lad from Liverpool has been speeding around the streets ever since.



Ollie	/ / / / / / /
Speed	/ / / / /
Air	/ / /
Balance	/ / / / / /
Age	23
Born	UK
Hometown	Huntington Beach
Years Pro	5
Stance	Regular
Height	5'8

Elissa Steamer

Ft. Myers, Florida's own Elissa Steamer is the first female to have a pro model street board with her name on it. How's that? Well, in the last six all-girl events she's entered Elissa has gone undefeated. In last year's springtime classic, The Skatepark of Tampa Pro Contest, she made the cut skating against the big boys. How ya' like her now?



Ollie	/ / / / / /
Speed	/ / / /
Air	/ / / / /
Balance	/ / / / / /
Age	Undisclosed
Born	USA
Hometown	Fort Myers
Years Pro	1
Stance	Regular
Height	5'4

Jamie Thomas

Alabama transplant Jamie Thomas goes big. A current resident alien of Encinitas, California, this fledgling alpha male has been pro for six of his twelve years of skateboarding. During that time he's directed and edited six videos while skating everyday—breaking off hundreds upon thousands of the world's longest and biggest handrails—his way.

Ollie	/ / / / /
Speed	/ / / / /
Air	/ / / /
Balance	/ / / / / / /
Age	24
Born	USA
Hometown	Encinitas
Years Pro	6
Stance	Regular
Height	5'10

SPOT CHECK—THE GAME LEVELS

Warehouse: Woodland Hills—Practice up in an abandoned warehouse full of ramps, pipes, rails, and gaps. This is the best place to get the basics down before rippin' it up in the rest of the game.

School: Miami—Dumpsters, lunch tables, and long rails. Ahhh... paradise can be found in this deserted school! And don't forget to carve up the pools for some huge air and sweet transfers! Anybody for a game of hoops in the gym?

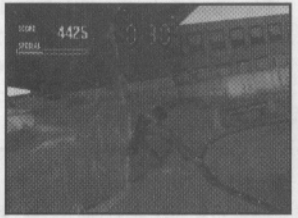
Mall: New York—Take a little after-hours stroll through the indoor/outdoor mall. This place is filled with huge stair sets and escalators just beggin' to be cleared. Check out the upper level for some killer gaps!

Contest 1: Skate Park, Chicago—You've got three runs to take it out on all of the other pro skaters in the "Windy City Slam" contest. Five judges will score each run based on variety, difficulty, and style. When all is said and done, the top three finishers will receive shiny new medals to wear around their necks.

Downtown: Minneapolis—Dodge traffic and air it out over the fountain in the center court. This is a nice wide-open scene with lots of kicker ramps and fire escapes that make for some insane grind combos. And who said you have to stick to the streets? Rip up everything in sight and try to make it to the roof tops for some serious gaps.

Downhill Jam: Phoenix—Speed. Air. Speed. Air. Speed. Air. Get the picture? This crazy downhill run, set in a river gorge, is the place to be if you're looking for over-the-top speed and air. Grab the high rails and paths overhead for the scores that'll have even the big boys scratchin' their heads. Did we mention speed and air?

Contest 2: Burnside, Portland—This is the final contest before you make your way to the skate mecca that is San Francisco. The rules are the same as the first contest. Five judges, three runs, ten competitors, three medals. This familiar spot under an Oregon bridge has some killer lines that make for huge points, so get creative and bust out the combos that'll get you that gold.



Streets: San Francisco—Skaters will recognize spots like Hubba Hideout and EMB (R.I.P.) while tourists can stick to Lombard Street and Chinatown. Grind anything and everything and be sure to hit the long rails and tons of gaps along the way. Only the best can tear it up enough to get a final mystery invitation to an enigmatic, not so far off land. Hmmm...

Contest 3—Have you seen him? Yup...and if you thought that thing was cool ten years ago, you ain't seen nothin' yet!

GAMEPLAY TIPS

- Hold "A" to crouch and go faster.
- Release "A" at the top of ramps for big air.
- Land straight to avoid bailing.
- Earn tapes by completing level goals.
- Tapes unlock new levels and decks.
- Hold Down "A" to crouch, release it to jump (ollie). Press "A" and tap ↑ to nollie. Press "A" and tap ↑ twice to fastplant.
- The longer you crouch, the higher you will ollie.
- To grind, hold down "Y" when in the air near a rail, edge, or lip.
- Hold ↑ to get over a pool lip.
- Use the directional buttons to balance while grinding.
- Ollie out of grinds by pushing "A".
- When in the air, Tap "B" or "X" plus a direction on the directional buttons to do tricks. (Example: "X" + ← does a kickflip.)
- Vary your tricks for higher scores.
- Score points to boost your power.
- Attempt special tricks when powered up.
- Spin tricks with the directional buttons for huge multipliers.
- Use R1 and L1 to spin faster.
- Ollie into a wall and hit "Y" to wallride.

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"Jump Off a Building" video footage
courtesy of Toy Machine

"Misled Youth" video footage
courtesy of Zero

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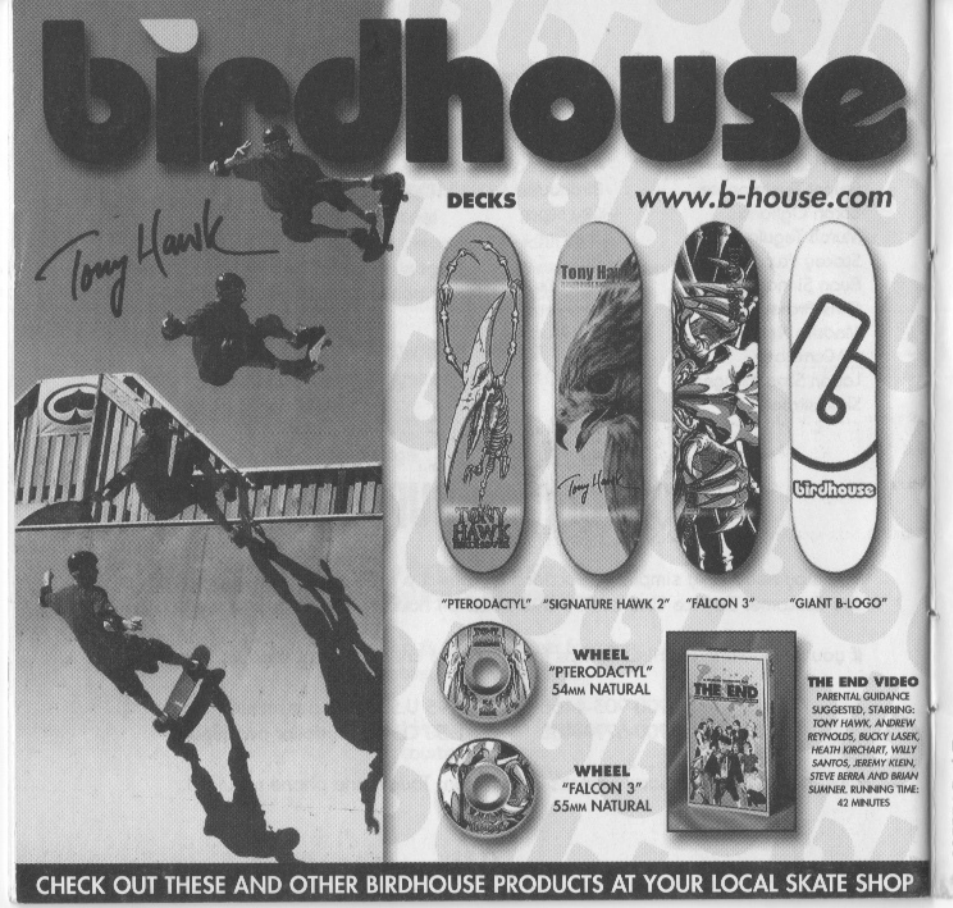
CUSTOMER SUPPORT

You may need only simple instructions to correct a problem with your product. Call the Customer Service Line at 970-392-7022 24 hours a day, 7 days a week.

If you are looking for Hints & Tips for any Crave Entertainment product, please call:

US	900-903-4468	$0.95 U.S. dollar per minute
Canada	900-677-4468	$1.50 Canadian dollar per minute

Must be 18 years or have parent's permission. Touch tone phone required.



Warranty and Service Information

CRAVE ENTERTAINMENT, Inc. warrants to the original purchaser of this CRAVE ENTERTAINMENT, Inc. Software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. The CRAVE ENTERTAINMENT, Inc. software program is sold "AS IS" and without any expressed or implied losses or damages of any kind resulting from use of this program.

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